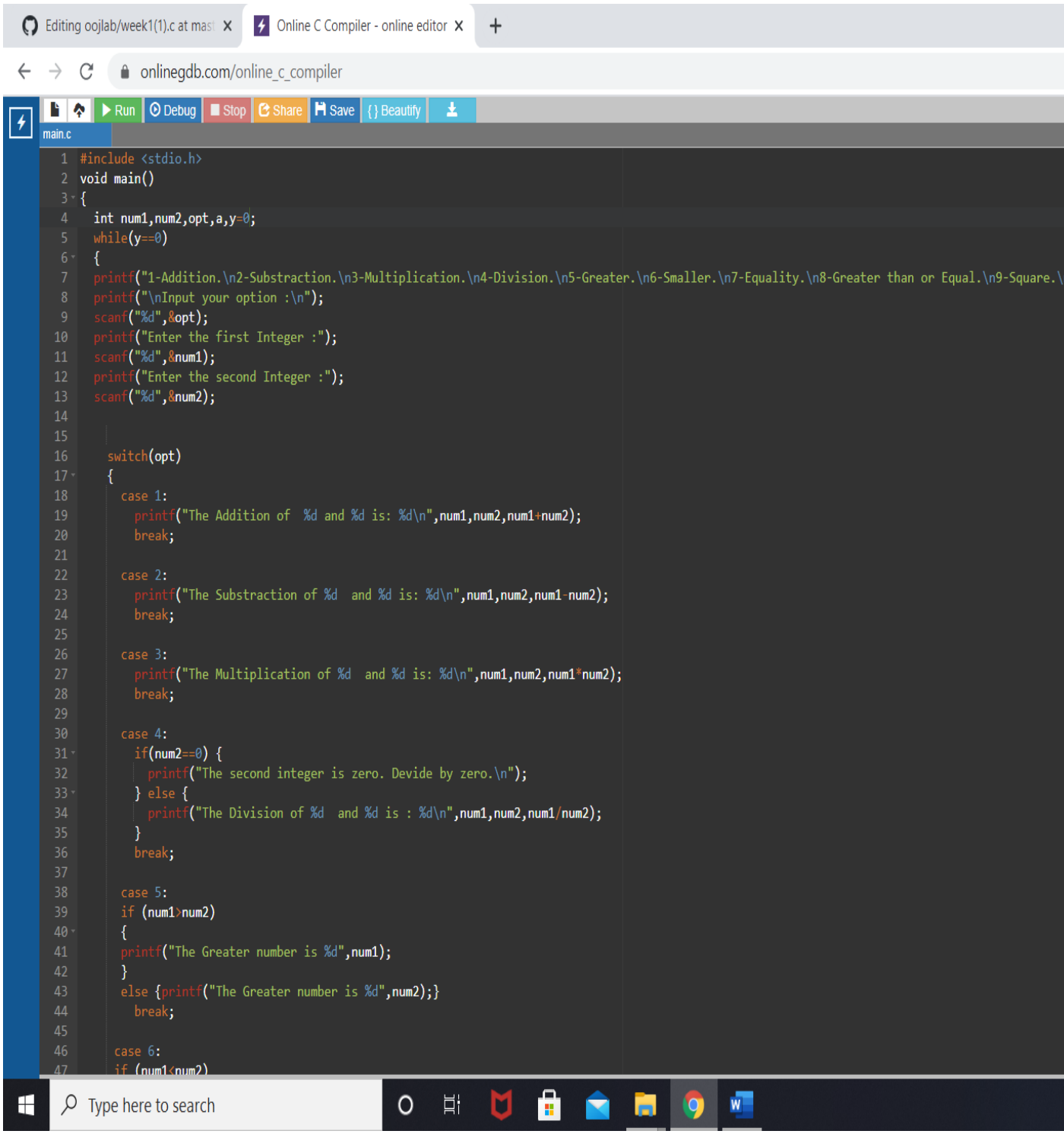
Editing oojlab/week1(1).c at mast
Online C Compiler - online editor
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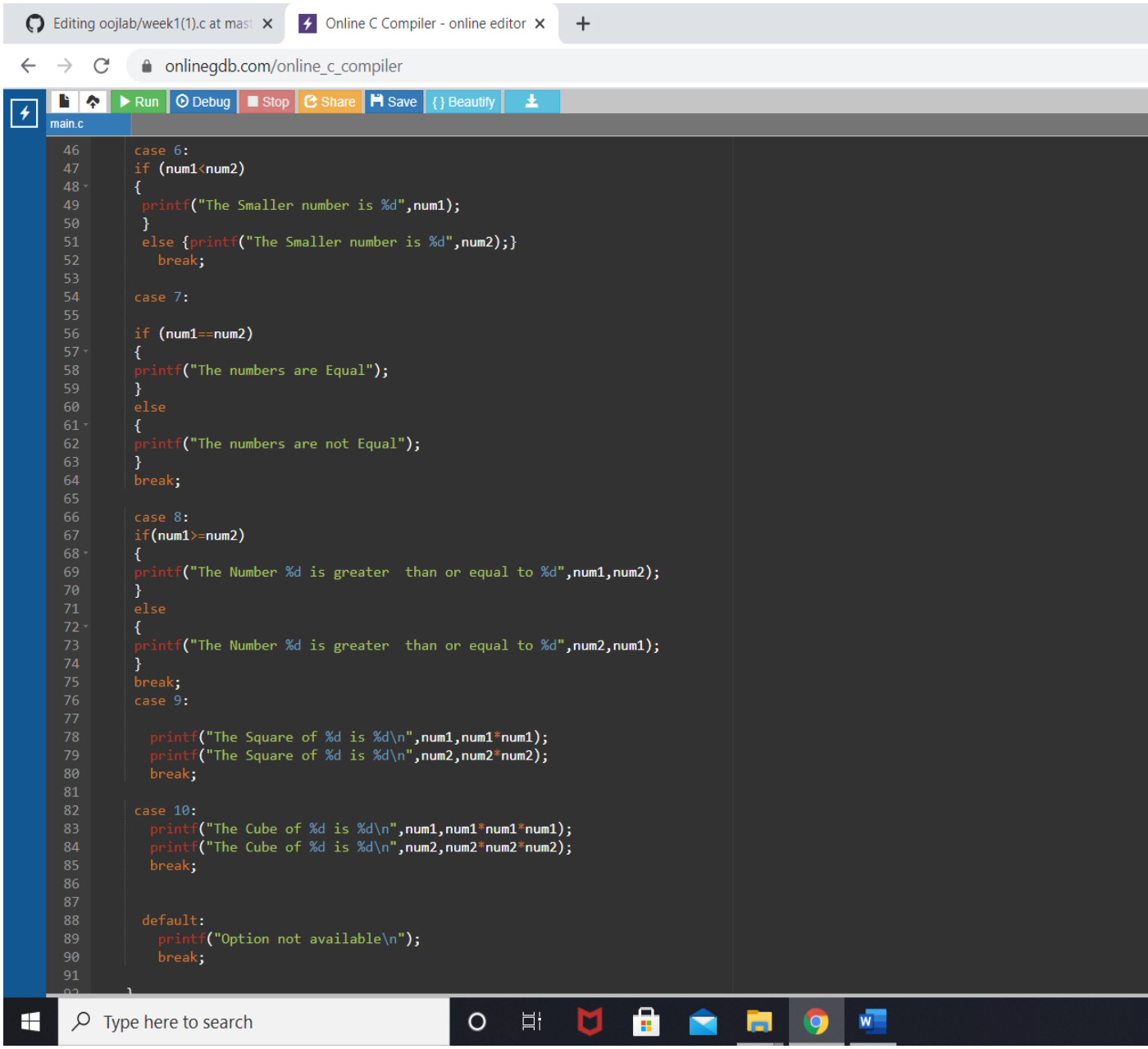
Run
Debug
Stop
Share
Save
{ } Beautify
main.c
#include <stdio.h>
void main()
{
int num1,num2,opt,a,y=0;
while(y==0)
{
printf("1-Addition.\n2-Substraction.\n3-Multiplication.\n4-Division.\n5-Greater.\n6-Smaller.\n7-Equality.\n8-Greater than or Equal.\n9-Square.\
printf("\nInput your option :\n");
scanf("%d",&opt);
printf("Enter the first Integer :");
scanf("%d",&num1);
printf("Enter the second Integer :");
scanf("%d",&num2);
switch(opt)
{
case 1:
printf("The Addition of %d and %d is: %d\n",num1,num2,num1+num2);
break;
case 2:
printf("The Substraction of %d and %d is: %d\n",num1,num2,num1-num2);
break;
case 3:
printf("The Multiplication of %d and %d is: %d\n",num1,num2,num1*num2);
break;
case 4:
if(num2==0) {
printf("The second integer is zero. Devide by zero.\n");
} else {
printf("The Division of %d and %d is : %d\n",num1,num2,num1/num2);
}
break;
case 5:
if (num1>num2)
{
printf("The Greater number is %d",num1);
}
else {printf("The Greater number is %d",num2);}
break;
case 6:
if (num1<num2)
Type here to search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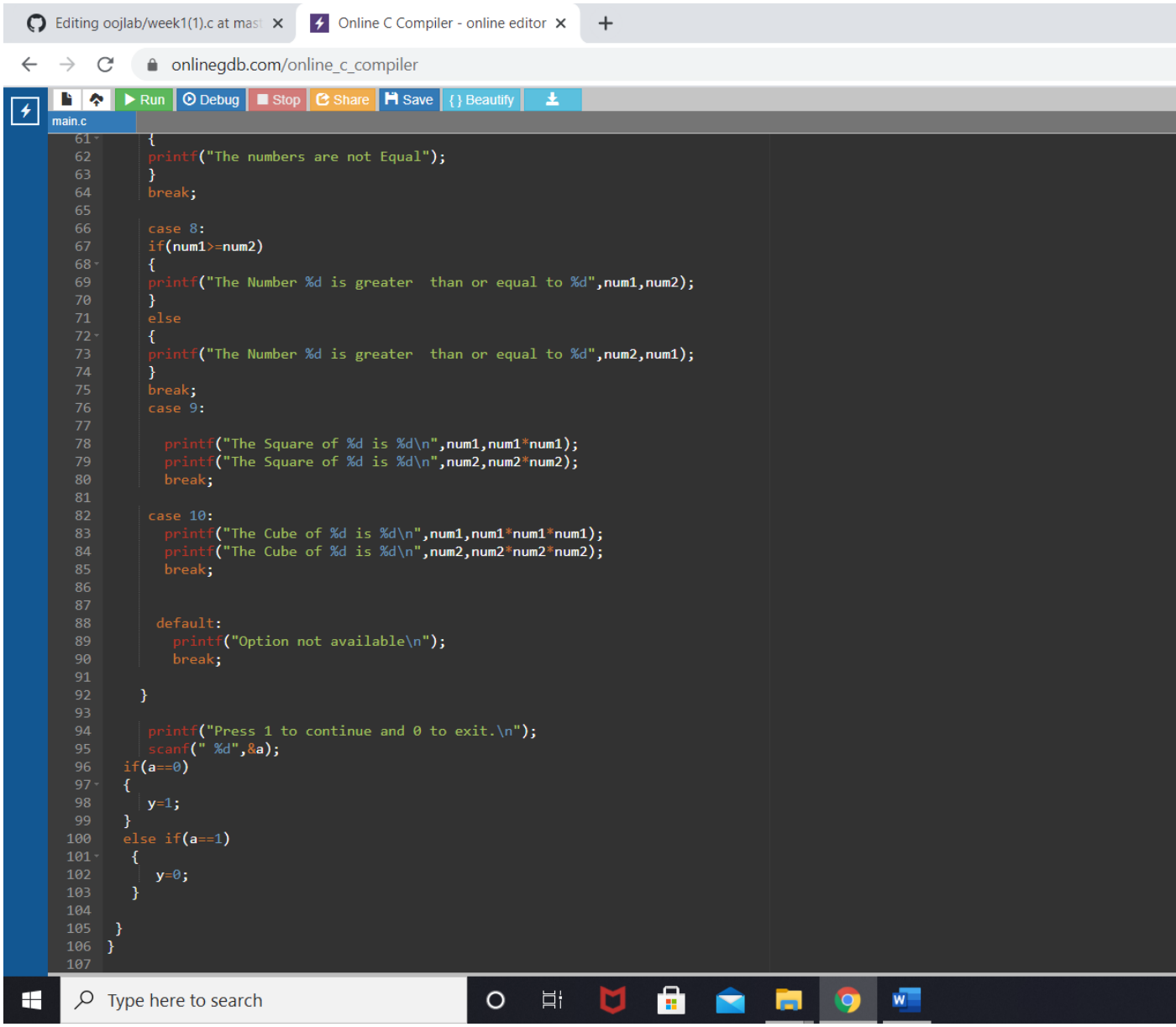
main.c
case 6:
if (num1<num2)
{
printf("The Smaller number is %d",num1);
}
else {printf("The Smaller number is %d",num2);}
break;
case 7:
if (num1==num2)
{
printf("The numbers are Equal");
}
else
{
printf("The numbers are not Equal");
}
break;
case 8:
if(num1>=num2)
{
printf("The Number %d is greater than or equal to %d",num1,num2);
}
else
{
printf("The Number %d is greater than or equal to %d",num2,num1);
}
break;
case 9:
printf("The Square of %d is %d\n",num1,num1*num1);
printf("The Square of %d is %d\n",num2,num2*num2);
break;
case 10:
printf("The Cube of %d is %d\n",num1,num1*num1*num1);
printf("The Cube of %d is %d\n",num2,num2*num2*num2);
break;
default:
printf("Option not available\n");
break;
Type here to search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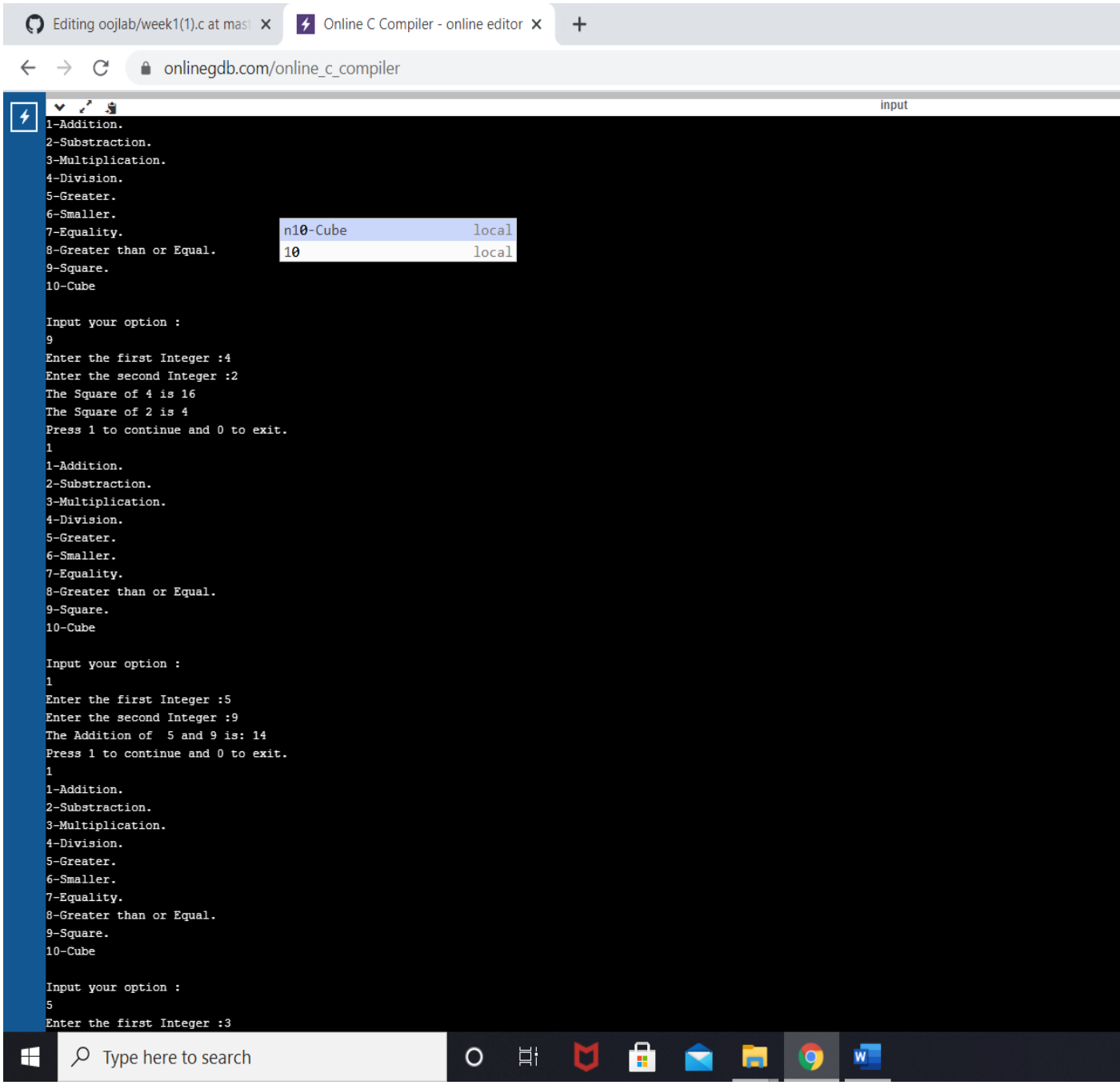
{ } Beautify
main.c
{
printf("The numbers are not Equal");
}
break;
case 8:
if(num1>=num2)
{
printf("The Number %d is greater than or equal to %d",num1,num2);
}
else
{
printf("The Number %d is greater than or equal to %d",num2,num1);
}
break;
case 9:
printf("The Square of %d is %d\n",num1,num1*num1);
printf("The Square of %d is %d\n",num2,num2*num2);
break;
case 10:
printf("The Cube of %d is %d\n",num1,num1*num1*num1);
printf("The Cube of %d is %d\n",num2,num2*num2*num2);
break;
default:
printf("Option not available\n");
break;
}
printf("Press 1 to continue and 0 to exit.\n");
scanf(" %d",&a);
if(a==0)
{
y=1;
}
else if(a==1)
{
y=0;
}
}
}
Type here to search


Editing oojlab/week1(1).c at mast
Online C Compiler - online editor
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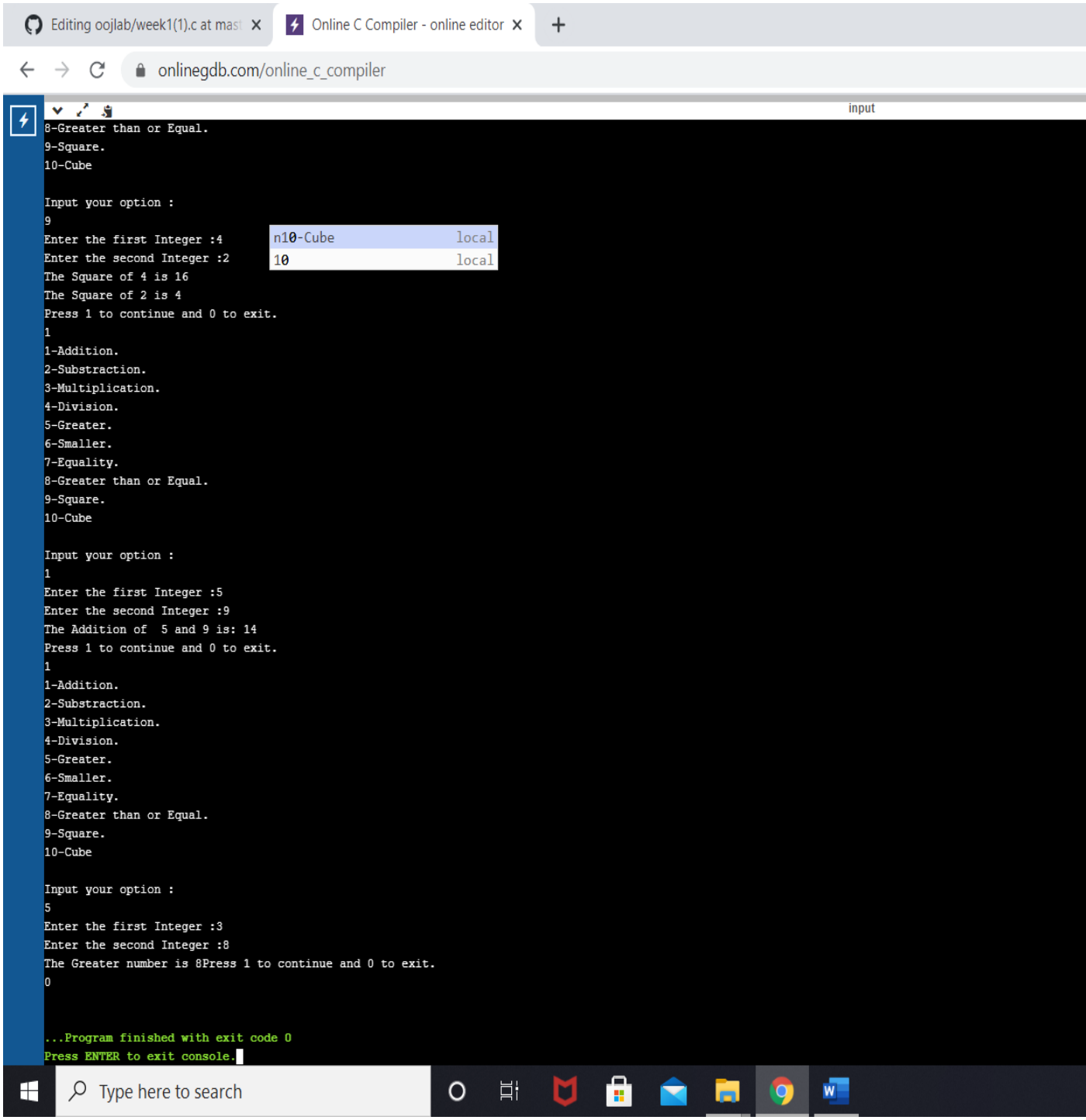
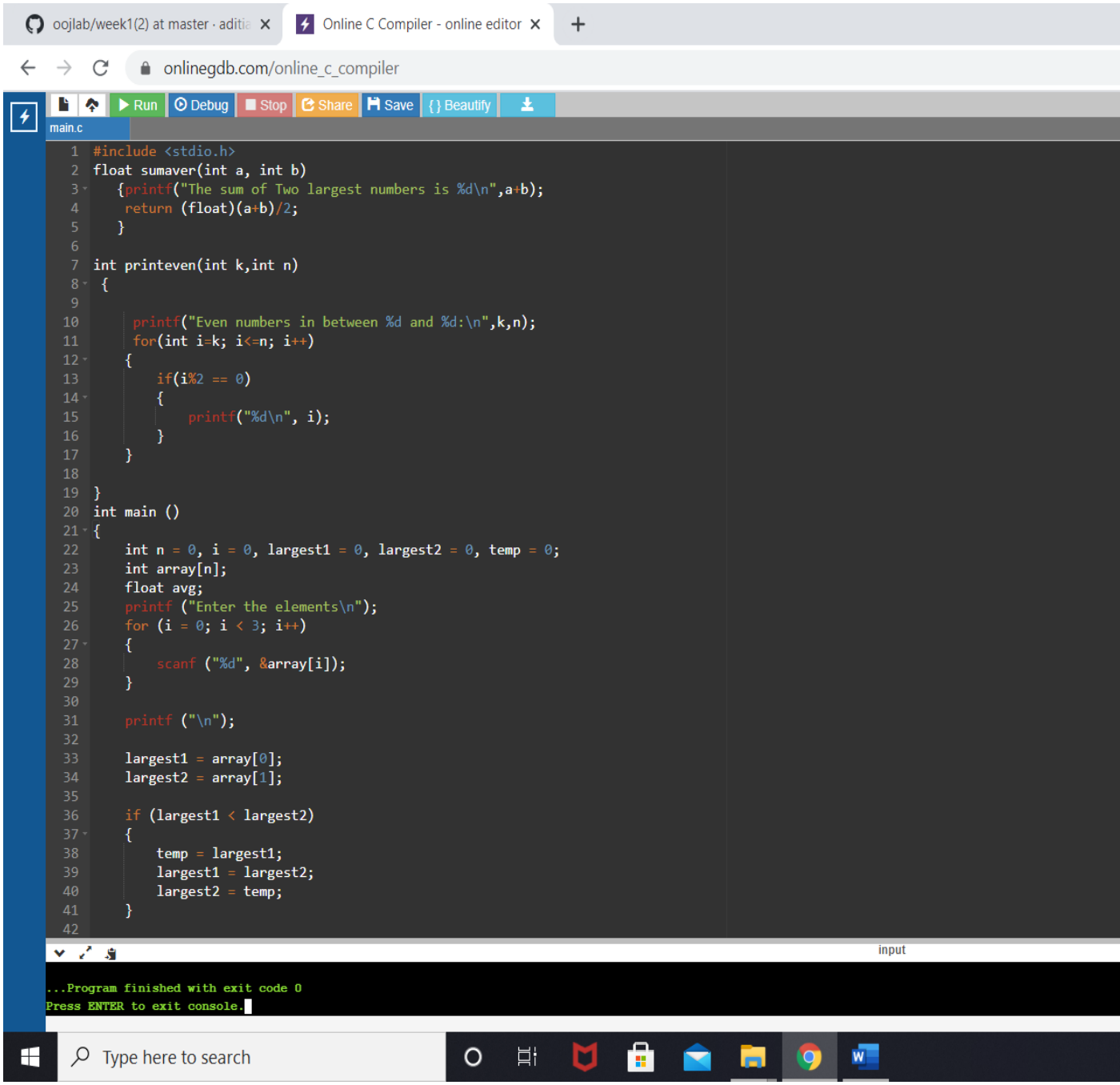
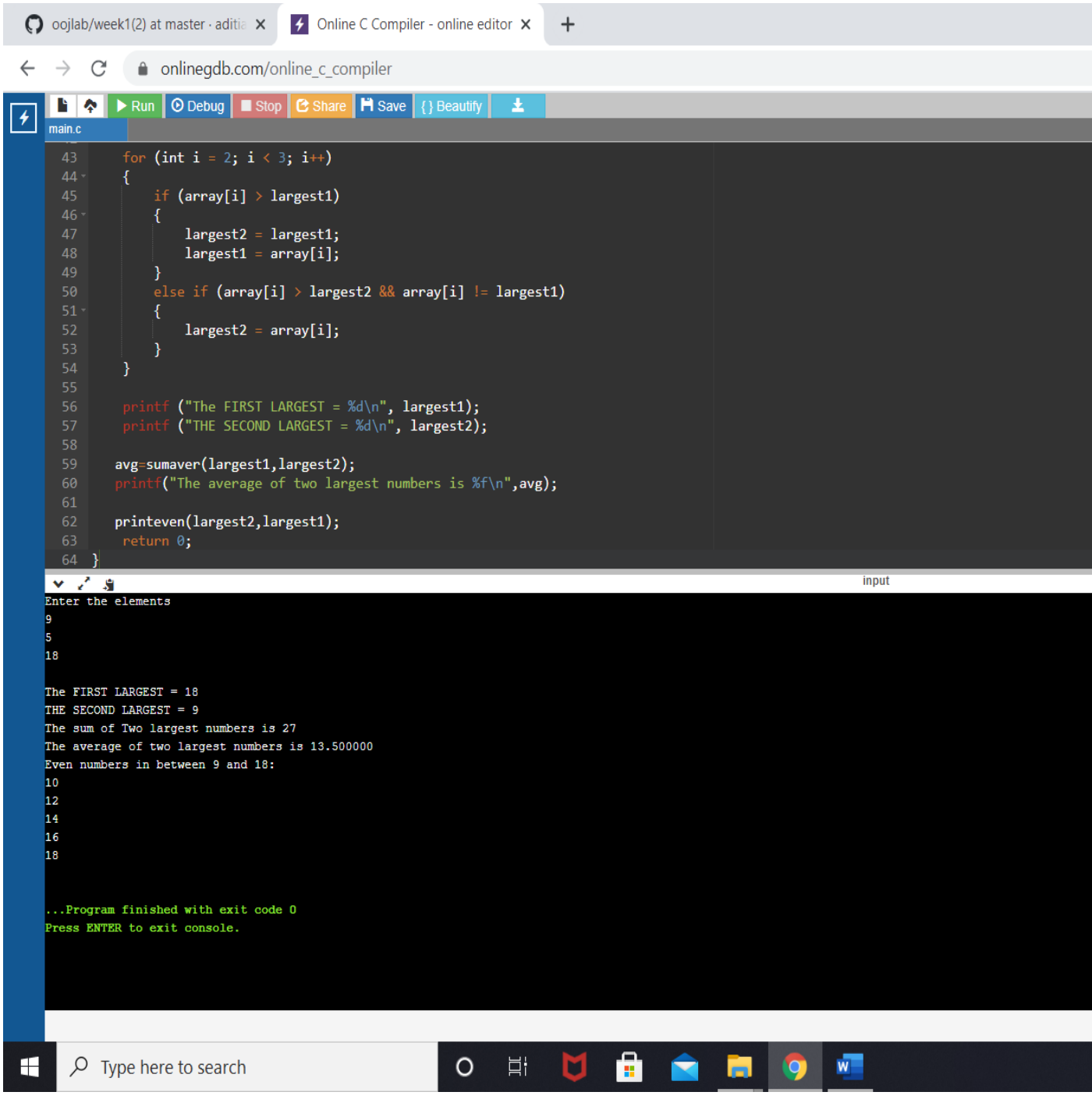
input
1-Addition.
2-Substraction.
3-Multiplication.
4-Division.
5-Greater.
6-Smaller.
7-Equality.
8-Greater than or Equal.
9-Square.
10-Cube
n10-Cube local
10 local
Input your option :
9
Enter the first Integer :4
Enter the second Integer :2
The Square of 4 is 16
The Square of 2 is 4
Press 1 to continue and 0 to exit.
1
1-Addition.
2-Substraction.
3-Multiplication.
4-Division.
5-Greater.
6-Smaller.
7-Equality.
8-Greater than or Equal.
9-Square.
10-Cube
Input your option :
1
Enter the first Integer :5
Enter the second Integer :9
The Addition of 5 and 9 is: 14
Press 1 to continue and 0 to exit.
1
1-Addition.
2-Substraction.
3-Multiplication.
4-Division.
5-Greater.
6-Smaller.
7-Equality.
8-Greater than or Equal.
9-Square.
10-Cube
Input your option :
5
Enter the first Integer :3
Type here to search


Editing oojlab/week1(1).c at mast
Online C Compiler - online editor
onlinegdb.com/online_c_compiler
input
8-Greater than or Equal.
9-Square.
10-Cube
Input your option :
9
Enter the first Integer :4
n10-Cube local
10 local
Enter the second Integer :2
The Square of 4 is 16
The Square of 2 is 4
Press 1 to continue and 0 to exit.
1
1-Addition.
2-Substraction.
3-Multiplication.
4-Division.
5-Greater.
6-Smaller.
7-Equality.
8-Greater than or Equal.
9-Square.
10-Cube
Input your option :
1
Enter the first Integer :5
Enter the second Integer :9
The Addition of 5 and 9 is: 14
Press 1 to continue and 0 to exit.
1
1-Addition.
2-Substraction.
3-Multiplication.
4-Division.
5-Greater.
6-Smaller.
7-Equality.
8-Greater than or Equal.
9-Square.
10-Cube
Input your option :
5
Enter the first Integer :3
Enter the second Integer :8
The Greater number is 8Press 1 to continue and 0 to exit.
0
...Program finished with exit code 0
Press ENTER to exit console.
Type here to search


oojlab/week1(2) at master · aditi
Online C Compiler - online editor
onlinegdb.com/online_c_compiler
Run
Debug
Stop
Share
Save
{ } Beautify
main.c
#include <stdio.h>
float sumaver(int a, int b)
{printf("The sum of Two largest numbers is %d\n",a+b);
return (float)(a+b)/2;
}
int printeven(int k,int n)
{
printf("Even numbers in between %d and %d:\n",k,n);
for(int i=k; i<=n; i++)
{
if(i%2 == 0)
{
printf("%d\n", i);
}
}
}
int main ()
{
int n = 0, i = 0, largest1 = 0, largest2 = 0, temp = 0;
int array[n];
float avg;
printf ("Enter the elements\n");
for (i = 0; i < 3; i++)
{
scanf ("%d", &array[i]);
}
printf ("\n");
largest1 = array[0];
largest2 = array[1];
if (largest1 < largest2)
{
temp = largest1;
largest1 = largest2;
largest2 = temp;
}
input
...Program finished with exit code 0
Press ENTER to exit console.
Type here to search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Online C Compiler - online editor
onlinegdb.com/online_c_compiler
Run
Debug
Stop
Share
Save
{ } Beautify
main.c
for (int i = 2; i < 3; i++)
{
if (array[i] > largest1)
{
largest2 = largest1;
largest1 = array[i];
}
else if (array[i] > largest2 && array[i] != largest1)
{
largest2 = array[i];
}
}
printf ("The FIRST LARGEST = %d\n", largest1);
printf ("THE SECOND LARGEST = %d\n", largest2);
avg=sumaver(largest1,largest2);
printf("The average of two largest numbers is %f\n",avg);
printeven(largest2,largest1);
return 0;
}
input
Enter the elements
9
5
18
The FIRST LARGEST = 18
THE SECOND LARGEST = 9
The sum of Two largest numbers is 27
The average of two largest numbers is 13.500000
Even numbers in between 9 and 18:
10
12
14
16
18
...Program finished with exit code 0
Press ENTER to exit console.
Type here to search